COLECO VISION™

Guide No. 78090

CARTRIDGE INSTRUCTIONS

The Official CARNIVAL®

by SEGA®

- For one or two players
- Select from four skill levels

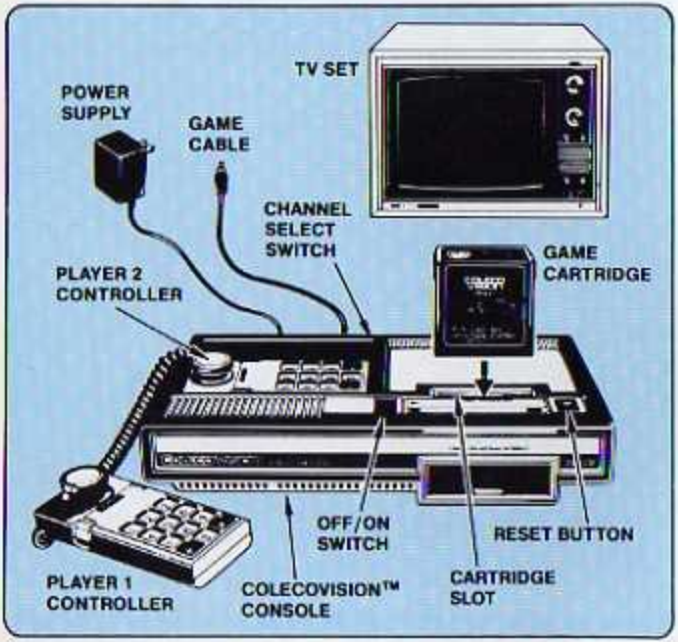
Plays, sounds and scores like the CARNIVAL® arcade game!

COLECO

GAME DESCRIPTION

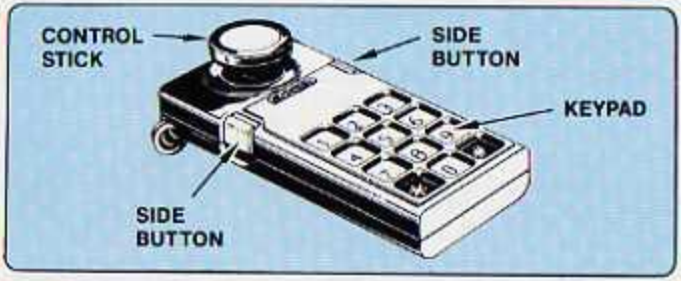
Hurry! Hurry! Step right up and prove your skill at hitting targets in this challenging carnival shooting gallery. Authentic carnival music and gallery sounds set the mood as you build up your score with good aim and a careful choice of targets. But watch out for the bullet-eating ducks! Once you clear the gallery, you get a chance at hitting a special bear target for extra points.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to your TV. Make sure power supply is plugged into the console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge has been inserted.

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller plugged into Port 1 (the rear jack). For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning to play.
2. **Control Stick:** Pushing the Control Stick left or right moves the gun in the direction selected.
3. **Side Buttons:** Pressing either Side Button fires the gun.

HERE'S HOW TO PLAY

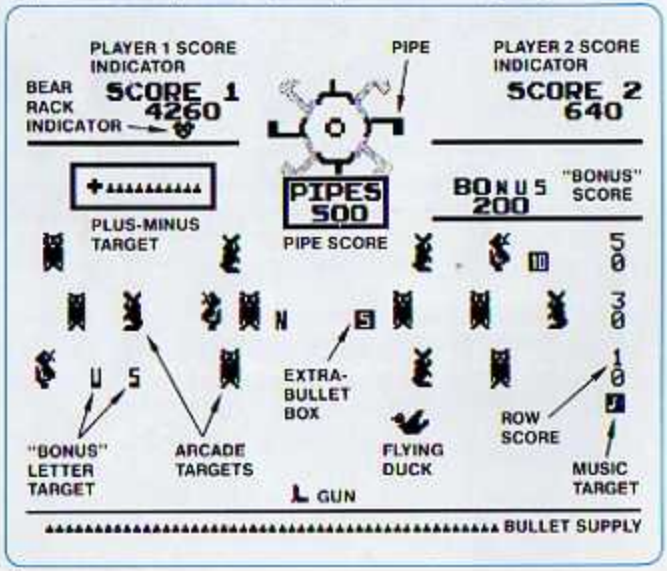
NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player runs out of bullets or completes one Gallery rack followed by one Bear rack.

STEP 1: The choice is yours.

Press the Reset Button and the title screen for CARNIVAL* will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.

STEP 2: Fire away!

After you select a Game Option, your first Gallery rack appears. Score points by firing at the moving targets.



STRATEGY

Ducks Bite the Bullets

Watch out! A surviving duck may fly down from the bottom row and eat ten of your bullets.

Pipe Dreams

Knock out the pipes by aiming for their bowls. But be accurate. The pipe value shown below the wheel decreases with every shot that misses a pipe. Hit the same color pipes with two consecutive shots and you get four times the pipe score value for the second pipe.

Special Strategy: Knock out the pipes early in the game. If any pipes remain on the wheel while you are hitting the moving targets, ducks, ducks, and more ducks start coming out!

Win Some — Lose Some

Score extra points or bullets by hitting the Plus-Minus target at left. But look out! If the minus sign is on when the target is hit, the points or bullets shown are subtracted from your total.

BONUS Spell

Spell the word "BONUS" in the correct order and you win the bonus points shown below the word at right. But keep sharp! Hitting a letter out of order cancels the chance to win the bonus points.

Special Strategy: The more targets you hit before hitting the letter "B," the more points you get when you spell the word.

Stockpiling

If your bullet supply is running low, aim for the "5" and "10" boxes in the target rows to stock up on five or ten extra bullets.

Beware: In Skills 2, 3 and 4, the longer you take to knock out all the targets, the faster the targets will move!

The Sound of Music

Hit the music target, located just below the row scores at right, to turn off or turn on the carnival music.

Bear Up!

Clear the gallery of all moving targets and pipes and your remaining bullets are credited to your score as points. Then you move on to the Bear rack. Each time you hit the bear, you earn extra points. But be quick! Whenever you hit the bear, it changes direction and moves faster.

After the bear leaves the screen, you move on to the next Gallery rack. Each time you complete a Gallery rack, you earn a Bear rack. The second Bear rack has two bears and the third Bear rack has three!

The End

Clear the rack of all moving targets and pipes, then complete the Bear rack to move on to the next higher level of game play. Each player's game ends when that player fires the last bullet.

To replay the CARNIVAL™ Game Option that you have been playing, press *. To go back to the Game Option screen, press #.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

RACK #	PIPES	ARCADE ROWS (Bottom to Top)	BONUS LETTERS	INITIAL BULLET SUPPLY
1	500	10, 30, 50	200	60
2	600	20, 40, 60	300	48
3	700	30, 50, 70	400	48
4	800	40, 60, 80	500	48
5 & Up	900	50, 70, 90	600	48

Hit two pipes of the same color with two consecutive shots to get four times the pipe score value.

After you clear a Gallery rack, 50 points are added to your score for each bullet remaining in your bullet supply.

Each time you hit the bear, you receive 50 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing CARNIVAL*, but it is only the beginning! You will find that this cartridge is full of special features to make CARNIVAL* exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages. (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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